SLIMER AND THE REAL GHOSTBUSTERS

"Slimer Streak"
(#201020)

(14-MINUTE SCRIPT)

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FADE IN:

CLOSE ON FREIGHT TRAIN

It appears to be an freight train right out of the 30s its steam locomotive belches out smoke as it barrels through the countryside (SFX: TRAIN WHISTLE).

ANOTHER ANGLE

The face of a smiling SLIMER comes up from the ground directly in front of the train. This is a TOY TRAIN SET.

SLIMER
Oh, boy! A CHOO-CHOO!!!

CLOSER - FAVORING SLIMER

Slimer forms his mouth like a train whistle.

SLIMER (CONTD)
(imitating train whistle)
Woooo-Woooo --

Slimer hasn't been watching the train and it runs right into his mouth.

SLIMER (CONTD)
(cut short by train)
Woooo-ack!

WIDER ON SLIMER

The train goes through Slimer and out his tail, tickling him.

SLIMER (CONTD)
Hee-hee! That tickles!

Slimer takes in alarm as he hears OS:

WINSTON (OS)
SLIIIIIIII-MERRRRRRR!!!

WIDE ON REC ROOM - FAVORING WINSTON AND RAY

WINSTON (wearing an engineer's hat), and RAY (wearing a conductor's hat) stand at the edge of the large train set, cleaning Slimer's slime off the train with rags. Slimer takes, guilty.

WINSTON (CONTD)
Will you look at this -- ectoplasmic goop all over my train set!

CLOSER ON RAY AND WINSTON

Slimer FLOATS INTO SHOT, hiding behind Ray as the watches them clean the train.

RAY
But isn't it great that your Dad sent your old train set to you!

CLOSE ON WINSTON

He waxes nostalgic, cradling the locomotive in his hands.

WINSTON
Me and Dad put this together when I was a kid. It was my first and best train set.

WIDER

Slimer FLOATS INTO SHOT to put an arm over Winston's shoulder and smile nostalgically off into space.

WINSTON (CONTD)
(re: locomotive)
This is an exact replica of a Franklin steam locomotive --

A large glop of slime GLOOPS (SFX) out of the locomotive and onto Winston's jumpsuit. Winston glares at Slimer. Slimer winces, preparing to be yelled at. Winston opens his mouth, but we HEAR THE EMERGENCY BELL (SFX) instead of his shout.

ANGLE TO INCLUDE RAY

Ray RUSHES OFF, Winston following.

RAY
Uh-oh, emergency!

WINSTON
I'm right behind you, Ray!

CAMERA STAYS ON SLIMER, who takes in relief.

SLIMER
Whew! Saved by the bell!

WIPE TO:

EXT. GHOSTBUSTER'S H.Q. - NIGHT - WIDE

ECTO-1 comes blasting out of HQ, SIRENS BLARING (SFX) and emergency lights flashing. It speeds OS.

CUT TO:

INT. ECTO-1 - CONTINUOUS

PETER rides shotgun for Winston (driving). Ray and EGON sit in the back seat with Slimer, who has found Winston's engineer's hat and is trying it on. Winston is still fuming.

WINSTON
I mean, that train set has a lot of history in it.

ANGLE FAVORING PETER

He looks back at Slimer, who pushes the engineer's cap forward to look "jaunty."

PETER
Not to mention a ton of slime.

ANGLE FAVORING SLIMER AND RAY

Ray points to Slimer.

RAY
You shouldn't worry, Winston, Slimer's slime is a proven lubricant -- it'll probably make your train run smoother.

SLIMER
Uh-huh! Smoooooooth.

OTS WINSTON (IN PROFILE) - ON REAR VIEW MIRROR

Slimer can be seen in the rearview mirror, checking out how he looks with the engineer's hat on. Winston points to the rearview mirror.

WINSTON (CONTD)
I suppose the spud's goop is also gonna make my hat go on easier.

Slimer takes in the rear view mirror, whips the hat off his head and hides it behind his back, smiling nervously.

ANGLE ON EGON

Egon is checking the order sheet on this ghost call.

EGON
Probably. Hmmmmm. This is curious. With all this train talk it turns out our emergency call is from --

ANGLE TO INCLUDE OTHERS - FAVORING WINSTON AND RAY

They listen to Egon.

EGON (CONTD)
-- Penn Station. A Class Five is haunting one of their steam locomotives.

Winston and Ray take in amusement.

RAY
That's funny -- steam locomotive.

ANGLE FAVORING WINSTON - EGON IN NEAR B.G.

Egon takes in confusion.

EGON
Where's the humor in that statement?

WINSTON
(chuckling)
Well, there aren't any more steam locomotives, except in museums and --

WIDE ON ALL

Winston stops in mid-sentence and all the Guys and Slimer take in awe at something they see OS out the front windshield.

PETER
Uuuuuuh, guys. I may not know about trains, either, but --

OTS GHOSTBUSTERS - THRU WINDSHIELD - ON "OLD" PENN STATION

The "old" Penn Station (torn down in 1963) looms before them. There's a HUGE CROWD in front of the station being held back by police lines. Emergency vehicles are all over the place.

PETER (CONTD)
-- that's not the Penn Station I saw sitting here last week.

CUT TO:

EXT. PENN STATION - WIDE DOWNSHOT - CONTINUOUS

ECTO-1 pulls up in front of the station: THE CROWDS CHEER and

the car doors open; the Ghostbusters and Slimer pile out.

CLOSE UPSHOT ON GHOSTBUSTERS - CONTINUOUS

Egon has his PKE meter out -- the needle is going crazy (SFX: MANIC BEEPS). The others stare at the structure in awe.

RAY
You're wrong, Peter. This IS Penn Station.

Peter takes to Ray, confused.

PETER
What're you talking about? And where the heck did Madison Square Garden go?!

ANGLE FAVORING WINSTON AND SLIMER

Slimer hovers behind Winston staring at the OS Penn Station.

WINSTON
Ray's right! It is Penn Station --

WIDE ON SCENE - PAN ACROSS FRONT OF PENN STATION

The Ghostbusters are dwarfed by the huge ornate marble front of the station. They walk up the stairs to the entrance.

WINSTON (CONTD)
-- the ORIGINAL Penn Station. They tore it down in 1963 to make room for Madison Square Garden and a smaller train station.

CLOSE ON GHOSTBUSTERS AND PENN STATION ENTRANCE

Peter looks in shock at Winston.

PETER
Well, let's bust the goober that did this and get the Garden back -- I've got tickets to the hockey game next week!

The Ghostbusters and Slimer move OS.

CUT TO:

INT. "OLD" PENN STATION - WIDE DOWNSHOT - CONTINUOUS

The GUYS ENTER the front door. Moonlight from outside casts long shadows into the huge, open station. The Ghostbusters have their proton rifles at the ready. Every step they take, every word they speak ECHOES through the dark, empty train station.

PETER
Wow! Look at this place!

OTS GHOSTBUSTERS AND SLIMER - PAN AROUND STATION

The station is filled with eerie (but not ghostly) shadows.

WINSTON
My Aunt brought me here when I was a kid. I thought it was big then -- but I never saw it empty.

ANGLE ON GHOSTBUSTERS - FAVORING SLIMER

Slimer shivers and moves closer to Ray.

SLIMER
Brrrrrrr. Creepy!

ANGLE FAVORING EGON

He pulls up his PKE meter and starts forward.

EGON
This is extremely curious.

Egon moves OS. The other Ghostbusters look at each other, wondering what Egon means. They move after him. Slimer sticks close to Ray, looking all around in case a ghost should suddenly appear and scare him.

PETER
'Curious', Egon?!

UPSHOT ON GHOSTBUSTERS AND SLIMER

The Guys and Slimer come down the huge stairway toward the vast and empty waiting room area. Peter catches up with Egon.

PETER (CONTD)
That's usually your term for extremely dangerous and unpleasant.

WIDE DOWNSHOT ON CONCOURSE

Moonlight pours through the glass-and-girder lattice-work of the concourse ceiling, giving it the feeling of a huge spider-web. The Guys walk across, heading for the mezzanine.

EGON
The call said a steam locomotive was being haunted by a Class Five ghost --

CLOSE ON GHOSTBUSTERS - FAVORING EGON AND SLIMER

Slimer, still close to Ray, takes as he hears:

EGON (CONTD)
-- like Slimer.

Slimer points to himself and shakes his head "no".

SLIMER
I didn't do it, Egon!

CLOSE ON EGON

Egon holds up his PKE, it's BEEPING (SFX) like crazy.

EGON
Precisely! NO Class Five Ghost could have brought back Penn Station --

WIDER TO INCLUDE OTHERS

Before Egon can finish, the silence is broken by a TRAIN'S STEAM WHISTLE (SFX), which scares Slimer so badly he wraps himself around Ray's neck like a muffler.

SLIMER
Yaaaah!

Winston points OS.

WINSTON
Over there!

They all rush OS.

WIDE ON GHOSTBUSTERS (BTC)

They rush for the mezzanine railing. Steam rises up from below the mezzanine.

RAY
Look at the steam!

CLOSE UPSHOT ON GHOSTBUSTERS

They come to the railing, look down, and take in surprise. Even Slimer unwraps himself from Ray's neck and looks down.

WINSTON
I don't believe it!

RAY
It's like NEW!

EGON
It must be the source of the spectral activity!

OTS GHOSTBUSTERS/SLIMER - DOWNSHOT ON STEAM ENGINE

It's a beautiful, sleek steam engine straight out of the '30s. The locomotive is jet black and is coupled to two silver coaches and a caboose. The train BLOWS ITS WHISTLE (SFX) again. Peter looks at the other Ghostbusters.

PETER
Pardon me, guys, is that the Chattanooga Choo-Choo?

The others glare at Peter, who takes sheepishly. The others move off OS leaving Peter alone.

CUT TO:

INT. TRAIN LEVEL - ANGLE ON GHOSTBUSTERS

All but Peter have come down the stairs to train level. Peter rushes to catch up to them.

PETER (CONTD)
Hey, the ability to laugh in the face of danger is the true mark of a hero!

ANGLE ON GHOSTBUSTERS AND TRAIN

Egon runs a PKE check on the outside of the train. Ray KNOCKS (SFX) on the metal hull. The train appears ready to roll, steam discharges from the side (SFX: WHOOSH). Slimer hangs back near some dark shadows.

EGON
It appears to be real.

RAY
Sounds real.

ANGLE FAVORING PETER, WINSTON, AND SLIMER

Winston looks at Peter.

WINSTON
I see Penn Station, and I see an old steam locomotive -- so where's the ghost?

PETER
I've got a better question: who's gonna pay us on this job?

ANGLE ON SLIMER

Behind Slimer, out of the shadows, steps a CONDUCTOR. He looks like the Gravekeeper from "Tales of the Crypt".

CONDUCTOR
(New England accent)
You the Ghostbusters?

Slimer almost blows apart in fright.

SLIMER
YAAAAAH!!!

ANGLE ON GHOSTBUSTERS

They all turn to the Conductor, their proton rifles leveled, ready to shoot. Slimer zips behind Ray.

PETER
Hold up, guys! He's a civilian!

PAN WIDE TO INCLUDE CONDUCTOR, TRAIN AND CABOOSE

The Conductor points to the caboose.

CONDUCTOR (CONTD)
Thought you might like to know --
ghost's in the caboose.

Winston hangs back, near the Conductor, as the other Ghostbusters and Slimer move OS.

RAY/EGON/PETER
Thanks. Let's check it out! I get dibs on a window seat!

WINSTON
(to Conductor)
You'd better clear out, mister, things may get unhealthy around here quick.

Winston moves OS. CAMERA STAYS ON CONDUCTOR.

CONDUCTOR
Much obliged, feller, my boss just thought you might need some pointin' in the right direction.

ANGLE ON WINSTON

He turns to the Conductor --

WINSTON
Yeah, well --

-- but the Conductor is GONE!

WINSTON (CONTD)
Huh! Wow, that guy must've really wanted out of here!

WIDER ON CABOOSE

The Guys and Slimer head up the stairs at the back of the caboose, open the door and head inside.

RAY
It's sure dark in there.

CUT TO:

INT. CABOOSE - CONTINUOUS

In the light of the doorway, we see all the Guys and Slimer come in. As soon as they're all in the door shuts (SFX: SLAM). We see only the Ghostbusters' and Slimer's eyes in the dark.

PETER
Hey, don't close that! I can't see!

RAY
Hang on! I've got a flashlight in one of my pockets.

Suddenly Winston's eyes narrow angrily.

WINSTON
HEY! WATCHIT!!!

Ray's eyes turn down, apologetic.

RAY
Sorry, Winston. Heh-heh. Ah, here it is!

But before Ray can turn on his flashlight we HEAR THE SOUND OF LOCKS BEING LOCKED AND BOLTS THROWN (SFX).

GHOSTBUSTERS
(ad-libs)
Hey, what's that? Sounded like locks! Wait, do you feel something (etc.)

We HEAR THE TRAIN WHISTLE OUTSIDE (SFX).

WINSTON
That's the departure whistle!

QUICK CUT TO:

EXT. TRAIN - CLOSE - CONTINUOUS

The train takes off like a fuel dragster (SFX: APPROPRIATE), shooting out of Penn Station at top speed and into an eerie, glittering fog -- actually leaving the tracks and flying in the process.

CUT TO:

INT. CABOOSE - CONTINUOUS

The lights come on. All the furniture and the Ghostbusters themselves have been thrown to the back of the caboose in a heap. Slimer is plastered flat against the back, bolted, door of the caboose, the spud's face is frozen in astonishment.

WINSTON (CONTD)
What the heck's goin' on? No train can accelerate this fast!!!

Peter stands and peels Slimer off the door (SFX: VELCRO) and he and the others take as they hear OS:

THE PLAYER (OS)
THIS ONE DOES!!!

QUICK PAN TO "THE PLAYER"

The PLAYER sits behind a large ebony desk. He's an Orson Welles-type ghost wearing a "poker fun" (different poker hands) jacket, and a pair of fuzzy dice hanging around his neck like a bolo tie.

THE PLAYER (CONTD)
(gloating; laughing)
Any more questions!?

PAN ACROSS GHOSTBUSTERS/SLIMER

They stand side-by-side.

WINSTON
Who ARE you?

RAY
Where are we going?

EGON
<u>WHY</u> are we going there?!

PETER
(subdued)
Do we get those little bags of smoked almonds like on airplanes?

SLIMER
Yeah! Do we? SLURRRP!!!

ANGLE ON THE PLAYER

He raises a hand and playing cards fall out of his sleeve. He gives the Ghostbusters a little "salute."

THE PLAYER
I am the Player. I like to play games -- for VERY high stakes!

CLOSE ON EGON

He raises his PKE meter to take a reading. It goes crazy (SFX: WILD BEEPS) and EXPLODES (SFX) in his hand, blackening his face like a trick cigar.

EGON
(shocked)
I don't believe it! This meter can register any ghost up to a Class Ten!

WIDE ON ALL - ANGLE FAVORING THE PLAYER

He leans back in his desk chair as he LAUGHS LOUDLY.

THE PLAYER
I'm in a class by myself!

ANGLE FAVORING GHOSTBUSTERS

They all pull their proton rifles, leveling them at The Player, who seems oddly unconcerned.

PETER
Class dismissed, Player! ZAP HIM!!!

ON GHOSTBUSTERS

They pull the trigger, but instead of proton streams -- spring-loaded flags unfurl from the barrels of their rifles; the flags read: "ZAP!" Slimer floats over and looks at the flags, confused.

SLIMER
"ZAP!"?

ANGLE FAVORING THE PLAYER

He's LAUGHING so hard that playing cards, poker chips, and multi-colored monopoly money is coming out of his coat.

THE PLAYER
(laughing as he talks)
Oh, that was a good one! I love it!

He picks up a playing card (an ace of spades) from the desk and holds it in his hand. As he speaks the card grows in size (about four feet by three feet), becomes a movie screen, and starts showing a "count-down" as if the start of a film.

THE PLAYER (CONTD)
(coming down from laughter)
I **LOVE** all kinds of games, sports, hobbies -- they are my REASON to exist.

CLOSER ON CARD/SCREEN

Like a slide show we see a picture of a train set.

THE PLAYER (CONTD)
I'm very interested in train sets --

ANGLE ON GHOSTBUSTERS AND SLIMER - FAVORING PETER AND WINSTON

Peter brightens, and puts his hand on Winston's shoulder.

PETER
Hey, you and Winston share a hobby. So how about letting us go?

ANGLE ON ALL - FAVORING PLAYER

The picture on the card changes now showing a picture of a toy train and a picture of a real train next to each other.

THE PLAYER
Yes, well, MY train set is made up of REAL trains. Like the one you're on now.

OTS GHOSTBUSTERS AND SLIMER - ON PLAYER AND CARD/SCREEN

The screen changes to a picture of the Player's train set in a barren environment -- there's nothing but tracks and trains.

THE PLAYER (CONTD)
And Winston could tell you that watching trains go around a barren track tends to be tedious.

ANGLE ON GHOSTBUSTERS - FAVORING WINSTON

He takes, defiant.

WINSTON
What's that got to do with us?!

ANGLE ON PLAYER AND SCREEN

As the Player names off items they appear on the train set on the card/screen.

THE PLAYER
It has everything to do with you. For my set to be complete I need REAL trees, REAL mountains, REAL depots, REAL country towns.

OTS THE PLAYER - ON GHOSTBUSTERS

The Guys take as they hear:

THE PLAYER (CONTD)
And REAL people! I simply want to borrow a few hundred from the millions living in New York.

CLOSE ON THE PLAYER'S FACE

He HEAVES A SIGH as if he's sorry for what he has to say.

THE PLAYER (CONTD)
Unfortunately, I knew you, the Ghostbusters, would try to stop me.
(he brightens)
So I came up with a wonderful plan. The first people to populate my little train-world would be --

OTS GHOSTBUSTERS - ON PLAYER AND CARD/SCREEN

A picture of the Ghostbusters and Slimer dressed as farmers appears -- Peter has a pig under his arm.

THE PLAYER
-- YOU!!! That way I get my new endeavor under way and get you OUT OF THE WAY at the same time!

ANGLE ON ALL FAVORS GHOSTBUSTERS

The Ghostbusters take with surprised alarm. Peter sneers at The Player.

PETER
Sorry -- we don't do agriculture.

The Player grins indulgently.

THE PLAYER
Fear not! I, a "sporting" ghost, offer you a chance to win your freedom!

ANOTHER ANGLE FAVORS PLAYER AND CARD/SCREEN

The picture on the card/screen changes to that of the train they're riding on. A dotted arrow starts at the caboose and ends at the engine.

THE PLAYER (CONTD)
Simply make your way from this caboose to the engine, and stop the train --

ANGLE ON PLAYER AND CARD/SCREEN - FAVORING CARD/SCREEN

The picture on the screen shows the train heading for a tunnel that is decorated with carvings of the Player.

THE PLAYER (CONTD)
-- before it enters the tunnel to my Ghostworld and you're free!

PAN ACROSS GHOSTBUSTERS AND SLIMER

Egon is contemplating what's said more intently than the others.

THE PLAYER (CONTD) (OS)
(an evil chuckle)
Of course, there are three little GAMES you'll have to pass in your short trip.

WIDE ON ALL

The Conductor from Penn Station APPEARS ON THE SCREEN. The Guys react when they see him, knowing he was part of the trap. The Conductor takes out his conductor's watch, pops it open, and like a cheap 3-D movie, pushes it out at the Ghostbusters.

THE PLAYER (CONTD)
You have one hour -- play along and you might stand a chance.
(evil laughter)

ANOTHER ANGLE - FAVORING PLAYER AND SCREEN

The Player and Conductor disappear. A beat, and a chubby GARGOYLE APPEARS on the card/screen. It gives an arcing wave.

GARGOYLE
B-b-b-b-that's <u>all</u>, Ghosts!

With that the screen vanishes in a POP!

ANGLE ON GHOSTBUSTERS - FAVORING PETER AND SLIMER

Peter turns to Slimer.

PETER
It was short and to the point -- I give it "thumbs up."

Peter gives a "thumbs up." Slimer shakes his head "no", BLOWS A RASPBERRY, and gives a "thumbs down."

SLIMER
Huh-uh. Thumbs down! No smoked almonds!

The other Ghostbusters move OS.

RAY
There's no time to lose, Peter. C'mon!

ANGLE ON CABOOSE DOOR

The door is marked "DOOR #1". The Ghostbusters ENTER SHOT and Winston opens the door, revealing a primeval swamp on the other side. Winston takes and looks to the others.

WINSTON
Hey, it's a jungle out there!

Egon passes Winston and CONTINUES THRU into the next car.

EGON
Not a jungle, Winston, merely a swamp.

Winston takes, holding the door open as Ray and Slimer GO THRU. Peter stops in front of Winston.

PETER
Don't you hate it when Egon gets specific about yucky things?

Peter continues OS and Winston follows.

WINSTON
Only when I'm eating.

CUT TO:

INT. "SWAMP" CAR - WIDE ON GHOSTBUSTERS/SLIMER - CONTINUOUS

It's a huge, dark swamp. The Guys are up to their ankles in slimy water.

RAY
Wow! These train cars are actually interdimensional containment units.

PETER
Yeah, with bad plumbing.

ANGLE FAVORING EGON

He's looking all around, searching for something.

EGON
Keep an eye out for The Player's game. Remember he said play along and we stand a chance. Find the game and we find the way out.

CLOSE ON SLIMER

He's floating close to the water, nervous, scared and looking all around. Suddenly he looks down and sees two tiny eyes just breaking the water surface. Slimer takes in fear:

SLIMER
YAAAAH! MONSTER!!!

He zips OS.

ANGLE ON GHOSTBUSTERS - FAVORING WINSTON

Slimer flies right into Winston, knocking him down into the dirty water with a LOUD SPLASH.

WINSTON
(surprise reax)

OTS WINSTON - UPSHOT ON SLIMER AND GHOSTBUSTERS

Winston, lying in the water, props himself up on his hands.

WINSTON (CONTD)
Slimer!

Slimer points excitedly OS.

SLIMER
There! There! Monster! Biiig monster!

The Ghostbusters all look to where Slimer is pointing.

ANGLE ON EYES

The eyes rise up -- they're attached to a little frog.

FROG
Rrrrribbit!

ANGLE ON SLIMER AND GHOSTBUSTERS - FAVORING SLIMER

Slimer takes, embarrassed. Winston gets up, dripping wet. The Ghostbusters start to walk OS.

SLIMER
Heh-heh. Froggie. Whoops.

PETER
You did the right thing warning us, spud! Those froggies can give you a nasty case of warts.

They all leave OS. CAMERA STAYS ON SLIMER.

SLIMER
Ha-ha. Very funny, Peter.

ANOTHER ANGLE ON SLIMER

Slimer looks down and sees the eyes of another "froggie" sticking up out of the water. Slimer furrows his brow and waves his arms at the "froggie."

SLIMER (CONTD)
Shoo! Go 'way, froggie. Buzz off!

Slimer suddenly takes, sick, as the "froggie" rises up, revealing itself to be a huge, grotesque MONSTER, with tiny "froggie" eyes on the top of its head, muscular legs, long arms, and blue hair all over its body.

SLIMER (CONTD)
Uh...bye, froggie!

Slimer zips OS in a green puff of smoke.

ANGLE ON GHOSTBUSTERS

They're forging ahead when Slimer ZIPS THRU AND OS.

SLIMER (CONTD)
GANGWAY!!!

PETER
(sarcastic)
What's up, spud, find another froggie?

CLOSER ON GHOSTBUSTERS

They take as they hear an OS ROAR (SFX). Peter blanches.

PETER (CONTD)
That wasn't a "ribbit" was it?

Ray points OS and they all take in fear.

RAY
Nope! And that isn't a froggie!

ANGLE ON MONSTER

It's rushing forward thru the swamp, its arms raised and its razor-like claws glistening.

RAY (OS)
RUN!!!

WIDE ON SCENE

The Ghostbusters take off running, the monster right behind them.

EGON
Split up! Try to confuse it!

They all take off in different directions. The monster continues on after Ray.

ANGLE ON RAY AND MONSTER

Ray runs for all he's worth, but the swamp slows him down. The Monster, however, was built to travel in this mess and he's gaining rapidly.

RAY
(out of breath)
Hard to run in this water!

Ray suddenly takes.

RAY (CONTD)
Uh-oh!

OTS RAY - ON TREES

Ray is blocked off by a thick row of trees, moss hanging thick from their branches.

ANGLE ON WINSTON AND EGON

They turn and see what's happening OS.

WINSTON
That thing's got Ray cornered!

EGON
We've got to divert it!

ANGLE ON PETER

He was hiding behind a bush with Slimer. The two of them pop up

and rush to aid Ray.

PETER
We'll never make it in time. It's gonna shred Ray!

ANGLE ON RAY AND MONSTER

Ray, his back to the trees, looks on in horror as the Monster looms over him, and reaches for him with a clawed hand.

RAY
Oh, boy, I bet this is gonna hurt!

CLOSER

The Monster reaches out, gently touches Ray on the shoulder with a long claw, and says:

MONSTER
(high-pitched, cute voice)
Tag! You're it!

The Monster turns and rushes OS. Ray stares, bewildered.

RAY
TAG!?

ANGLE ON PETER, EGON, WINSTON, AND SLIMER

They stop in their tracks, stunned.

WINSTON/PETER
TAG!?

EGON
It's the Player's game! Quick! Ray's "IT" -- he's got to tag the Monster back in order to win!

ANGLE ON WINSTON

He sees the Monster coming at him and tries to tackle it.

WINSTON
I'll grab it!!!

But the Monster leaps over Winston's grab effortlessly, GIGGLING LIKE A CHILD as it does.

ANGLE TO INCLUDE OTHER GHOSTBUSTERS AND SLIMER

Egon and Peter help Winston up as Ray joins them.

EGON
That Monster's designed to play Tag. We're going to have to trick him to slow him down.

RAY
Let's do it -- I hate being "IT".

They all rush OS.

ANGLE ON MONSTER

Stopped near a tree, he turns and looks back.

PETER (OS)
(Tarzan yell)

The eyes on top of the Monster's head turn 180-degrees and bulge in surprise.

ANGLE ON PETER - MONSTER'S POV

Peter's swinging down on him on a vine.

WIDE TO INCLUDE MONSTER

He swings its clawed hand around, slicing the vine Peter swings on -- the vine cut, Peter flies OS.

PETER (OS)
Yiiiiiiiiii!

ANGLE ON WINSTON, EGON, AND SLIMER

Winston and Egon have bent a sapling back and "loaded" Slimer into it.

EGON
Peter's distracted him! Fire Slimer!

They let go and Slimer zips OS.

CLOSE ON MONSTER

He hears the WHISTLING SOUND of the Slimer-missle, turns, is immediately hit with a SPLAT by the spud, and is blinded.

MONSTER
(angry roar)

WIDER

The Monster ROARS and stumbles as Slimer holds onto its head. It suddenly reaches up and pulls Slimer off its face. It glares angrily at Slimer.

CLOSE ON SLIMER AND MONSTER'S HEAD

Slimer smiles nervously.

SLIMER
Heh-heh. Guess what?

DOWNSHOT ON MONSTER AND SLIMER

A pile of leaves at the Monster's feet suddenly stirs and Ray pops out of it and touches the Monster.

RAY
TAG! YOU'RE IT!

CLOSE UPSHOT ON MONSTER

It releases Slimer (who zips off OS), clenches its fists, looks to the sky and ROARS. Ray RUNS OS.

RAY
Hit the dirt! Something's happening!

The Monster glows bright red and EXPLODES (SFX).

ANGLE ON GHOSTBUSTERS AND SLIMER - FAVORING PETER

He looks at the OS explosion. Egon moves off OS.

PETER
Whoa! Talk about your sore loser!

ANGLE ON EGON AND HOLE

Where the Monster stood is now a hole, and down inside the hole is the way to DOOR #2.

EGON
I was right! Once we won the game, the entrance to car #2 was opened.

The other Ghostbusters and Slimer gather around the hole. Winston brings some tree vines and lowers them down the hole like a rope. Egon starts down the hole.

PETER
Gee, and I always thought Chess was your game, Egon.

ANGLE FAVORING RAY

He looks at his watch.

RAY
We'd better rush it, guys. We've only got a half hour left!

INT. ENTRANCE TO DOOR #2 - CONTINUOUS

Ray is the last to come down the vines. The others are gathered at the door.

WINSTON
If this is gonna be anything like the last car --

PETER
I know what you mean, Winston. That's why --

Peter reaches around and pushes Slimer forward towards the door.

PETER (CONTD)
-- I volunteer the Spud to be the first to discover the joys and toys behind Door #2.

ANGLE FAVORING SLIMER

He takes and GULPS.

SLIMER
M-M-ME!?

Slimer shakily reaches for the doorknob and turns it. All the Ghostbusters cringe and hide their heads as if the entrance is about to explode. Slimer opens the door, looks inside and takes in sheer delight.

SLIMER (CONTD)
WOWIE-WOW-WOW!!!

Slimer zips inside and OS in a shot. The Ghostbusters raise their heads and look where Slimer went; taking in amazement.

CLOSE ON GHOSTBUSTERS

EGON
Astonishing!

RAY
I've never seen anything like it!

WINSTON
I dunno. It seems kinda familiar.

PETER
Familiar!? Are you kidding?! It's -- it's --

OTS GHOSTBUSTERS - INT. CAR #2 - SLIMER IN DISTANCE

It's the most incredible, colorful place in the universe. Slimer floats between two rainbow-colored giant "mushrooms". There are lights flashing in the distance like multi-colored stars and somewhere we HEAR BELLS (SFX). Slimer holds out his arms "presenting" the place to the Ghostbusters. Slimer's ecstatic.

SLIMER
(finishing for Peter)
IT'S FAIRYLAND!!!

Peter turns to Egon (in profile).

PETER
If this is "Fairyland" you can bet the fairies are armed and dangerous!

CUT TO:

INT. "FAIRYLAND" - WIDE ON GHOSTBUSTERS - CONTINUOUS

The Ghostbusters cautiously enter. Slimer, still overjoyed, flies up to them.

SLIMER
C'mon, guys! Lookit alla stuff!

Slimer flies OS. Peter sees something and drops back OS.

EGON
Slimer may be dazzled by this gaudy display of colors, but remember, we're professionals and as such must keep our wits about us and not be fooled --

They take as they hear OS:

PETER (OS)
Hey, guys!

ANGLE ON PETER

He's sitting on an oblong, colorful, bench-like object.

PETER (CONTD)
Look at the neat-o bench.

ANGLE ON OTHER GHOSTBUSTERS AND SLIMER

The others take in disgust. Slimer is still smiling as he leans against a giant mushroom.

WINSTON
You were saying, Egon.

EGON
What I say rarely applies to Peter -- I base my statements on logic.

They're suddenly aware of a GROWING RUMBLING NOISE (SFX).

RAY
Hey, what's that noise?

ANGLE ON SLIMER

He takes, looks around. It sounds like thunder so he holds out his hand to feel if it's raining. THE RUMBLING GROWS.

SLIMER
Gonna rain?

Without warning Slimer is flattened by a giant, steel ball (SFX: SPLAT).

ANGLE ON EGON, RAY, AND WINSTON

They see it coming and dive out of the way just in time as the ball ROLLS THRU.

WINSTON
Hit the dirt!

ANGLE ON PETER

He's frozen as he sees the ball rolling right for him.

PETER
I DON'T LIKE THIS GAME!!!

Suddenly the "bench" Peter's sitting on, jerks forward (like a flipper on a pinball machine -- which, we'll learn, it is). Peter's falls backwards, saved by the "flipper" which knocks the steel ball OS.

PETER (CONTD)
WHAT IS THIS THING!?

OTS WINSTON - WIDE ANGLE ON EGON AND RAY

Winston sits up from where he landed. They're standing in front of one of the "giant mushrooms" when the ball comes rolling at them. Egon and Ray dive out of the way as the ball hits the mushroom, A BELL RINGS (SFX) and the balls shoots off and OS.

CLOSE ON WINSTON

He takes in surprise.

WINSTON
Holy cow! I think I know what this place is!

WIDER ON WINSTON

Winston quickly climbs to the top of a nearby mushroom and takes in shock.

WINSTON (CONTD)
I was right!

HIGH WIDE DOWNSHOT ON GHOSTBUSTERS' PINBALL MACHINE

The Ghostbusters and Slimer are inside a giant "Ghostbusters" pinball machine. The mushrooms are bumpers, the benches are flippers, and the ball is the size of a boulder. The picture on the back of the pinball machine is of the Ghostbusters and Slimer running from the steel ball.

WINSTON (CONTD)
We're inside a pinball machine!

UPSHOT ON WINSTON - PINBALL SCOREBOARD IN B.G.

Winston looks up at the scoreboard. There's a line that reads: BEAT THIS SCORE, and the score is 1,000,000.

WINSTON (CONTD)
(reading)
"Beat this score"! Oh, great -- we gotta beat a million points.

CLOSE ON SCOREBOARD - GHOSTBUSTERS' SCORE

The current score for the Ghostbusters is "100."

WINSTON (CONTD) (OS)
And we've only got a HUNDRED POINTS!

DOWNSHOT ON PINBALL MACHINE - WINSTON IN F.G. - OTHERS IN B.G.

Winston shouts down from his vantage point. Egon, Peter, and Ray are trying to avoid the ball (which seems to seek them out).

WINSTON (CONTD)
Egon! Peter! Ray! We're inside a pinball machine. It's the game!

REVERSE ANGLE - FAVORING EGON

He looks up at Winston.

EGON
It all makes sense!

REVERSE ANGLE

WINSTON
I've got a plan! Do what I say -- I used to be good at pinball!

ANOTHER ANGLE ON WINSTON

He points as he directs his buddies.

WINSTON (CONTD)
Egon, head to the high bumper! Ray take the low one! Wait until the ball comes to you then jump!

WIDE ON RAY AND EGON

The ball comes at Egon, who gets out of the way. It hits the mushroom and careens towards Ray. Ray ducks and the ball shoots off OS.

EGON
Winston's trying to manipulate the ball!

WINSTON (OS)
Peter! Head for the far bumper!

CLOSE ON PETER

He stands, waiting for the ball. It rushes at him.

PETER
Nyah! Nyah! Come and get me!

He ducks out of the way just as the ball hits and careens OS.

ANGLE ON SLIMER

He's just getting up again when he hears:

WINSTON (OS)
SLIMER!

SLIMER
Huh? Winston!?

ANGLE TO INCLUDE WINSTON

He points OS, telling Slimer:

WINSTON
Slimer! Slime the floor between you and Peter!

Slimer looks off and jumps up and OS just as the ball goes past, hitting the mushroom behind him and bouncing OS, back where it came. Slimer comes back DOWN INTO SHOT and starts to slime the ground.

ANGLE ON RAY AND EGON - OTHERS IN FAR B.G.

They watch as the ball becomes "stuck", bouncing between the bumper Peter was standing in front of and the one Slimer was standing in front of. Slimer's slime is causing it to pick up speed as it racks up points every time it hits a bumper.

RAY
Winston's got the ball caught between bumpers!

EGON
And Slimer's slime is causing it to gain speed!

OTS WINSTON - UPSHOT ON SCOREBOARD

The Ghostbusters score is rising at incredible speed, the numbers becoming a blur as we hear faster and faster DINGS.

WINSTON
WE'RE GONNA BEAT IT!!!

Winston leaps off the mushroom and falls OS.

ANGLE ON GHOSTBUSTERS AND SLIMER

The others are waiting as Winston lands in front of them. Peter and Winston exchange "high-fives."

PETER
It's Wicked Winston Zeddmore -- the new Pinball Wizard!

ANOTHER ANGLE - INCLUDE SCOREBOARD

The Ghostbusters suddenly break a million. BELLS AND WHISTLES GO OFF.

RAY
We beat the score!!!

DOWNSHOT ON ALL

At that a trapdoor opens under their feet and the Ghostbusters fall OS.

GHOSTBUSTERS
(surprise reax)

A beat, and Slimer takes off after them.

SLIMER
Wait for me, guys!!!

CUT TO:

INT. ENGINE - ON GHOSTBUSTERS AND SLIMER - CONTINUOUS

The Ghostbusters have fallen in a heap right in front of the controls of the locomotive (featuring a large, red brake handle). They get up slowly as Slimer takes in joy.

SLIMER (CONTD)
We're in the choo-choo!

ANOTHER ANGLE - FAVORING RAY

The guys stand.

RAY
What're we doing in the engine!? I thought the Player said there were THREE games to get through.

Winston heads for the controls.

WINSTON
I don't care what that creep said -- I'm pullin' the brake!

ANGLE FAVORING WINSTON

He grabs the red brake handle, pulls it down, and a slot machine panel opens up above it -- the dials spin (SFX: CLICKING) and comes up ORANGE-ORANGE-CHERRY.

PETER
Crud! Shoulda guessed Mr. Tiddly-winks would do something like this -- we're riding in a slot machine on wheels!

CUT TO:

EXT. TRAIN - WIDE - CONTINUOUS

The train is traveling through a limbo-like universe. Suddenly the train's headlight comes on, but instead of a solid beam it projects the face of the Player!

THE PLAYER
(laughing)
Congratulations! I never thought you'd make it this far, Ghostbusters!

ANOTHER ANGLE - GHOSTWORLD TUNNEL IN B.G.

Behind the Player we can see the tunnel fast approaching.

THE PLAYER (CONTD)
Unfortunately, time is running out -- and you need a jackpot to stop the train.
(evil laugh)
And YOU STAND A GHOST OF A CHANCE!

The Player's face disappears.

CUT TO:

INT. ENGINE - ON GHOSTBUSTERS AND SLIMER - CONTINUOUS

Ray rushes to the lever and pulls it.

RAY
Quick! Let me try!

ANGLE ON DIALS

They come up two lemons and a bell.

WIDE ON ALL - FAVORING EGON AND SLIMER

Peter rushes to the lever. Slimer watches, nervous.

PETER
My turn! You've got to get the right english on these things!

EGON
(to himself)
Hmmm, the Player made a mistake -- the correct phrase is "you DON'T stand a ghost of a chance" not "you STAND a ghost of a chance."

The dials come up two bells and a "jackpot". Egon takes, looks at Slimer, grabs Slimer and shoves him at the red handle.

EGON (CONTD)
Out of the way! Slimer's our only chance! Quick! Pull the handle!

Slimer takes a beat, then grabs the handle and pulls. The dials

spin.

INTERCUT BETWEEN GHOSTBUSTERS/DIALS/ADVANCING TUNNEL

The dials spin -- the Ghostbusters start to chant --

GHOSTBUSTERS
Jackpot! Jackpot! Jackpot!

-- the train nears the tunnel.

CLOSE ON DIALS

The first one CLICKS: JACKPOT!

GHOSTBUSTERS (CONTD) (OS)
(growing in intensity)
Jackpot! Jackpot! JACKPOT!

The second dial CLICK: JACKPOT! The third dial CLICKS: JACKPOT!

ANGLE ON GHOSTBUSTERS/SLIMER

They literally jump for joy.

GHOSTBUSTERS/SLIMER
JACKPOT!!!

CUT TO:

EXT. TRAIN - LIMBO - CONTINUOUS

The train SCREECHES to a halt mere feet away from the tunnel. Over this we hear:

THE PLAYER (OS)
You've won this time, Ghostbusters! But this GAME isn't over yet! I'll be back!

The scene literally FADES AWAY as we:

X-DISSOLVE TO:

EXT. PENN STATION - NIGHT - CONTINUOUS

In a flash of ghostly light, the "old" Penn Station disappears, replaced by the "new" Penn Station and Madison Square Garden. We HEAR A GASP from the crowds.

CLOSER - ANGLE FAVORING ECTO-1

The Ghostbusters and Slimer suddenly APPEAR next to ECTO-1. The CROWDS CHEER.

WINSTON
We're back!!! We're alive!!!

ANGLE FAVORING PETER - CROWD IN NEAR B.G.

The crowd CONTINUES CHEERING.

CROWD
GHOSTBUSTERS! GHOSTBUSTERS! (ETC)

PETER
AND WE'RE LOVED!!!

As the CROWDS' CHEERING CONTINUES --

WIPE TO:

INT. GHOSTBUSTERS HQ REC ROOM - NEXT DAY - ON GHOSTBUSTERS

The Guys are standing together watching something OS. OS we hear Winston's toy train running (SFX: APPROPRIATE).

EGON
So you see, when the Player said "Ghost of a chance" he was telling us only a ghost could win.

PETER
Hey, don't leave home without one!

RAY
It sure was nice of you to let Slimer play with your trains, Winston.

ANGLE FAVORING WINSTON

He smiles; glad to be alive.

WINSTON
Hey, it's the least I could do for the spud.

OTS GHOSTBUSTERS - ON TRAIN SET

The train is running, but we don't see Slimer.

EGON
Uh, where exactly IS Slimer?

WINSTON
Where else?

GHOSTBUSTERS
IN THE DINING CAR!

CLOSE WITH TRAIN

Slimer suddenly pokes his head out of the dining car -- all smiles.

SLIMER
Hey, guys, LOOK!

Slimer pulls out BAGS OF SMOKED ALMONDS!

SLIMER (CONTD)
SMOKED ALMONDS!!!

Slimer opens a bag and empties it into his mouth.

ANGLE ON GHOSTBUSTERS

The other three look at Peter.

RAY/EGON/WINSTON
SMOKED ALMONDS!?

ANGLE FAVORING PETER

He has a queasy look on his face.

PETER
Don't look at me!

ANGLE FAVORING WINSTON

He looks to the others.

WINSTON
Then who --

CLOSE ON SLIMER

He opens another bag of almonds and downs them as we HEAR THE LAUGH OF THE PLAYER. Slimer takes, scared.

SLIMER
Oh-oh. Next time Slimer takes the bus!

FADE OUT:

THE END